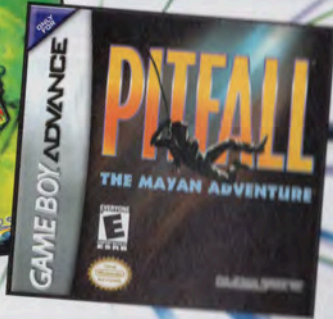


**CHECK OUT THESE COOL GAMES!**  
*Brought to you by Majesco*



[www.majesco.com](http://www.majesco.com)  
160 Raritan Center Parkway  
Edison, NJ 08837

©2001 Majesco Sales, Inc. All Rights Reserved. Fortress and Fortress logo are registered trademarks of Majesco Sales, Inc. Licensed to and published by Majesco Sales, Inc. PRINTED IN JAPAN

GAME BOY ADVANCE



AGB-AFOE-USA



EVERYONE

For more information on this product's rating,  
call 1-800-771-3772 or visit <http://www.esrb.org>

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



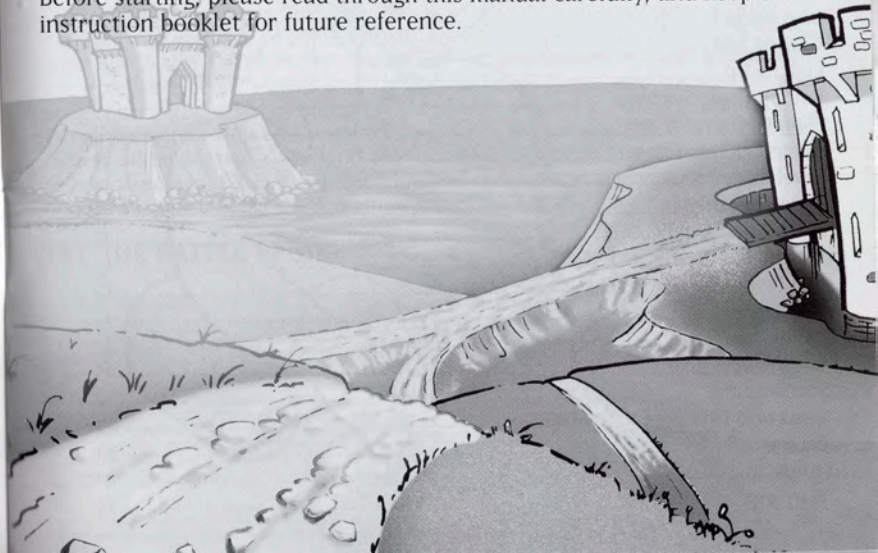
NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Thank you for purchasing FORTRESS™ for the Game Boy® Advance System. Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.



## TABLE OF CONTENTS

Introduction .....	6
Getting Started.....	7
Linking Up.....	8
Building Your Fortress.....	9
Main Options Screen.....	11
Game Options Screen .....	12
Level Selection Screen.....	14
Playing Fortress.....	15
The Game Screen.....	17
Viewing the Battlefield.....	19
The Levels .....	20
Twerps .....	22
Weapons.....	24
The Wizards Tower.....	25
Scoring.....	27
Hints and Tips.....	29
Credits.....	30
Notes.....	31
Warranty Information.....	34

## INTRODUCTION

FORTRESS, for the Game Boy® Advance, is a fast action strategy game where players build a variety of unique structures and compete in an all out war to the end. Hurl Stone Age rocks during the days of the dinosaurs, engage in cannon fire from the Medieval Times and the Golden Age of Piracy, and energize plasma projectiles in the world of tomorrow. As combat ensues, a variety of humorous Twerp characters aid in the repair of your fortress while you learn to unlock the secrets of the Wizards Tower and unleash the power of its Monsters. Play against the computer or enjoy head-to-head competition against another opponent using the game link feature.

### LET THE BATTLE BEGIN!



## GETTING STARTED

To get started with FORTRESS, please begin with the following:

1. Turn off your Game Boy® Advance system, then insert the FORTRESS game pak into your Game Boy® Advance system.
2. Turn on the unit. In a few moments, it will go through a series of screens ending with the *Majesco Logo Screen*.
3. After the *Majesco Logo Screen*, the *Introduction Sequence* will begin. To skip the *Introduction Sequence*, press **START** until the *Title Screen* appears.

**Important Note:** If nothing appears on the screen, turn the power switch OFF. Check to make sure the Game Pak is inserted correctly. Then try again. (Always turn the power switch OFF before inserting or removing the Game Pak.)

## LINKING UP

To enjoy two-player head-to-head action, you may use a Game Boy® Advance Game Link® Cable, and both players must own a copy of FORTRESS.

### Preparing to Link Up

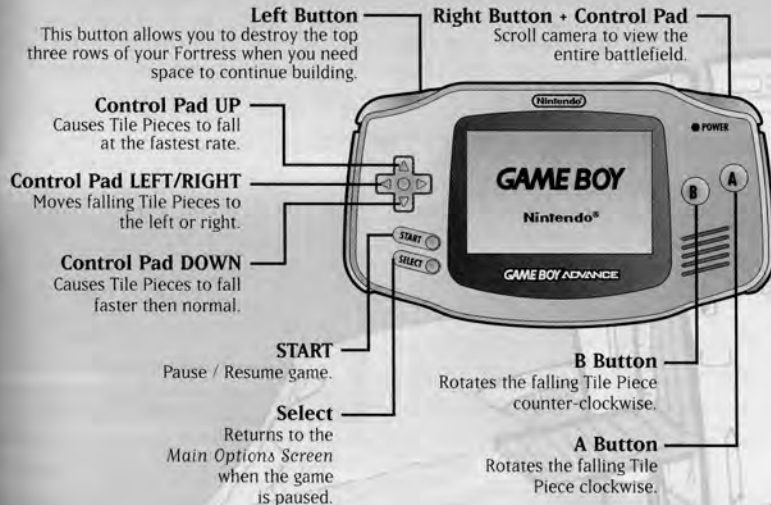
1. Make sure both Game Boy Advance units are off. Then plug a FORTRESS Game Pak into each unit.
2. Connect either end of the Game Link® cable to one of the units at the port marked EXT. ►. Then connect the other end to the remaining unit.
3. Turn on both units. In a few moments, the *Majesco Logo Screen* should appear. Then the *Introduction Sequence* will begin.
4. You can either wait until the Intro is finished, or press **START** to go directly to the *Title Screen*.
5. Press **START** again to get to the *Main Options Screen*. From here select 2 for the number of players.

## BUILDING YOUR FORTRESS

Your Fortress is built by interlocking various Tile Pieces together to form Wall Sections and Tower Sections. Each Tile Piece is comprised of individual Block Pieces. Each time a Tile Piece lands on either the ground or a secure piece of the Fortress, its Block Pieces will automatically become part of your Fortress and form either a Wall or Tower Section. If a Tile Piece lands on a section of your Fortress that is damaged, it will not be able to interlock properly and will turn into useless rubble. Interlocking Tile Pieces that occupy an area of at least 6 blocks (2 x 3), will become Wall Sections. Interlocking Tile Pieces that occupy an area of at least 2 blocks wide can become Tower Sections. Wall and Tower Sections are much stronger than Tile Pieces and can withstand an attack better if hit directly.

When playing Battle or Tournament Modes, a Combat Block will appear for every 900 points you earn. In Blitz Mode, a Combat Block will appear for every 450 points you earn. However, in any Mode of play, a Combat Block will appear no sooner than 5 Tile Pieces after a previously earned Combat Block.

The following defines the basic controls for building your Fortress:





## MAIN OPTIONS SCREEN

After the *Majesco Logo Screen* has appeared, the *Introduction Sequence* will begin. To exit the *Introduction Sequence* at any time, simply press **START**. Once on the *Title Screen*, press **START** once again to display the *Main Options Screen*. On the *Main Options Screen* you may choose to play a one-player game against the computer, or a two-player game using the Game Boy® Link Feature.

Select the numbers of players by doing the following:

- Press the **Control Pad RIGHT** or **LEFT** to highlight the desired player option. Once the desired option is highlighted, press **START**.



Main Options Screen

## GAME OPTIONS SCREEN

After selecting the number of players, the *Game Options Screen* will appear. On this screen you can select the Game Mode, as well as the Game Difficulty setting.

- To select the Game Mode, press the **Control Pad UP** to highlight the Game Mode option.
- Press the **Control Pad RIGHT** or **LEFT** to select Battle Mode, Tournament Mode, or Blitz Mode.

In both Battle and Blitz modes, you may select to play in one of the four environments. In Tournament Mode you will need to play in each of the four environments one after another.

In Blitz mode, there are more weapons and they do greater damage. Because of this, you will not receive any weapon bonuses (but you will get the scoring bonus) while playing in this mode. The goal scores are also lower here than in the Battle and Tournament modes.

- To select the Game Difficulty, press the **Control Pad DOWN** to highlight the Game Difficulty option.
- Press the **Control Pad RIGHT** or **LEFT** to select the desired setting.



Game Options Screen

### Easy Mode

In easy mode, fewer Weapons are available and only inflict slight damage on Wall and Tower sections. However, many Twerps are available to aid in the repair of your Fortress.

### Medium Mode

In medium mode, a similar number of Twerps and Weapons are available, and weapons inflict a substantial amount of damage on Wall and Tower sections.

### Hard Mode

In hard mode, the largest numbers of Weapons are available and they are able to inflict a great amount of damage per hit on Wall and Tower sections. However, the fewest number of Twerps are available to repair your Fortress.

To exit the *Game Options Screen* with the displayed settings, simply press **START**.

## LEVEL SELECTION SCREEN

If you have selected to play in Battle Mode, the *Level Selection Screen* will appear. On this screen you may choose to play in one of four environments.



Level Selection Screen

- To select a Level, press the **Control Pad RIGHT** or **LEFT** to display the four possible choices.
- Once the desired Level is displayed, press the **START** to begin the game.

## PLAYING FORTRESS

The goal of FORTRESS is to build a structure capable of destroying your opponent's structure before he destroys yours. This goal is achieved by being the first to reach a defined Goal Score, while impeding your opponent's progress by bombarding their Fortress. It is on the *Main Game Screen* where you actually build your Fortress and battle with your opponent.

At the start of the game, the Goal Score for the current Level will be displayed. Next, you will have a certain amount of time to build your Fortress before the battle begins as represented by the clock at the top of the screen. When the time reaches zero, any secured weapons will automatically begin firing. Also, any positioned barracks will begin to release Twerps, and Wizards will fly to any completed Wizards Tower to summon Monsters.

At the start of the game, each Tile Piece will appear at the top of the screen. Once displayed, the Tile Piece will remain at the top of the screen for approxi-

mately (2) seconds before falling slowly towards the ground. During that time you may cause the Tile Piece to fall faster by pressing **DOWN** on the **Control Pad**. While the Tile Piece is falling, you may adjust its horizontal position by pressing **RIGHT** or **LEFT** on the **Control Pad**. Your goal is to build as much of your Fortress as possible before the time reaches zero and the battle begins!

Occasionally your Fortress may grow so high that you will be unable to continue building onto it. When this occurs, you must destroy the top three rows of your Fortress by pressing the **Left Button**. However, when doing this you will be penalized for each individual Block Piece that is destroyed.





## THE GAME SCREEN

While playing, the following information is displayed on the screen:

### Time

This clock counts down the amount of time you have to build your Fortress before the battle begins. When the time reaches zero, all on-screen Weapons will begin firing, and any available Twerps or Monsters will become active.

### Tile Piece

This display, active only when playing in Easy and Medium Difficulty Modes, indicates the next Tile Piece that will appear.

### Red Player Score

This displays red player's current score.

### Green Player Score

This displays green player's current score.

### Bonus Points

These points, which are added to your score, represent the points earned for the last conversion of a Tile Piece to either a Wall or Tower section. The green player's is on the right, red player's, the left.

### Boundary Flags

These two flags denote the boundary of your building area and define the edges of your Fortress. The green player's flags are green. The red player's flags are red.



Main Game Screen

## VIEWING THE BATTLEFIELD

In a one-player game, the point of view is centered on your building area. The computer's building area is located just to the left of your position. You may view the computer's progress at any time by pressing the **Right Button** while simultaneously pressing the **Control Pad** to scroll the camera view in the desired direction. Once the **Right Button** is released, the camera view will automatically center again on your building area.

In a two-player game, players view their own building area on their individual Game Boy® Advance System. As in a one-player game, each player can view the other's progress by pressing the **Right Button** while simultaneously pressing the **Control Pad**.



Two-Player Game Screen

## THE LEVELS

FORTRESS can be played in the following four unique settings:



Prehistoric Level Screen



Medieval Level Screen

### Level 1 - Prehistoric

In the Prehistoric Level, hurl Stone Age boulders using hand-carved slingshots at the shale walls of your opponent's Fortress, while watching out for a boulder-dropping Pterodactyl and a wandering T-Rex!

### Level 2 — Medieval

In the Medieval Level, fire cannonballs at your opponent's hand-carved stone Fortress while avoiding the deadly fire-breathing Dragon and angry Ogre.

## THE LEVELS (cont.)

### Level 3 — Pirate

In the Pirate Level engage in cannon fire during the Golden Age of Piracy as you fight to secure your Fortress stockade while keeping an eye out for the giant swashbuckling Parrot and mysterious Tentacle!



Pirate Level Screen



Space Level Screen

### Level 4 — Space

In the future, build a titanium-reinforced Fortress while firing bursts of plasma energy at your opponent's space-age edifice. Watch out for the attack of the giant Saucers and Robots!

## TWERPS

While building your Fortress, you can populate it with Twerp Barracks. Defensive Twerps help you repair your Fortress, while Offensive Twerps are used to inflict damage on your opponent's Fortress.

Occasionally, a Combat Block depicting either a Weapon or Twerp's Barracks will appear at the top of the screen instead of a Tile Piece. Twerp Barracks and Weapons are positioned on your Fortress in the same way Tile Pieces are placed. While the Combat Block is moving down, you may select it to be either a Weapon or a Defensive Twerp by pressing the **A Button** or **B Button** to rotate it between the two possible images. Once the Combat Block has interlocked securely with the Fortress, the Combat Block will change to whichever image is visible. Combat Blocks must land on flat surfaces or they self-destruct.



## TWERPS (CONT.)

Also, Twerp Cannon Blocks may appear from time to time. These Blocks, when placed on your Fortress, fire Offensive Twerps into your opponent's structure. Twerp Cannon Blocks will self-destruct once they have fired their Offensive Twerp.




### Defensive Twerps

These characters help convert the rubble portions of your Fortress into the individual Block Pieces that make up the Tile Pieces. If the falling Combat Block becomes a Twerp Barracks, a Defensive Twerp will appear and float over to any section of your Fortress that needs repair. Once the repairs are completed, the Defensive Twerp will either float to another section that is in need of repair, or wait patiently until needed again.



### Offensive Twerps

These characters are launched into your opponent's Fortress and aid in its destruction. Once a Twerp Cannon Block is placed on your Fortress, a crosshairs [  ] appear on the screen. Move the crosshairs, using the **Control Pad**, to any part of the enemy's Fortress. Press the **A Button** to fire an Offensive Twerp at the targeted area. Once there, the Offensive Twerp will explode a bomb and inflict a substantial amount of damage on the Fortress, and itself.

## WEAPONS



In each Level you may place particular Weapons on your Fortress. If a falling Combat Block becomes a Weapon, it will automatically begin firing at your opponent's structure

The possible Weapons for each Level are:



### Slingshot

In the Prehistoric Level, this Weapon hurls stones at your opponent's Fortress.



### Medieval Cannon

In Medieval Times, this Weapon fires cannonballs at your opponent's Fortress.



### Pirate Cannon

During the Golden Age of Piracy, this Weapon fires cannonballs at your opponent's Fortress.



### Radar Dish

In the future, this Weapon fires bursts of plasma energy at your opponent's Fortress.

## THE WIZARDS TOWER



While building your Fortress, you may construct a Wizards Tower, which will bring forth a Wizard Twerp. The Wizard Twerp will then summon a flying Monster capable of inflicting substantial damage on your opponent's Fortress. In order to build a Wizards Tower, you must construct a column of Tile Pieces 3 blocks wide and 8 blocks tall. There cannot be any damaged blocks or raw Tile Pieces in the area where you are building the Tower.



### **Pterodactyl**

Found in the Prehistoric Level, this Monster drops Stone Age boulders on your opponent's shale Fortress.



### **Dragon**

In the Medieval level, a Dragon will appear to launch fireballs at your opponent's stone Fortress.



### **Parrot**

This Parrot, in the Pirate Level, drops large boulders on your opponent's wooden Fortress stockade.



### **Saucer**

In the Space Level, a flying Saucer appears firing plasma energy with deadly accuracy.

If your Wizards Tower continues to survive for several minutes after the Monster has been summoned, the Wizard Twerp will reappear to summon it again until your Wizards Tower is destroyed.

Occasionally, a random land-based Monster will appear and attack either Fortress. When this occurs, your best defense is to repair the damage as fast as possible! Beware!

## SCORING

In FORTRESS, you earn points whenever you form a Wall or Tower Section by interlocking two or more Tile Pieces. When Tile Pieces interlock to form a section that is 2x3 or larger, the Block Pieces that make up these Tile Pieces are automatically converted into Wall or Tower Blocks. For each Block Piece that is converted, you will be awarded points. These points will appear on the screen below your overall score number and be added to your score number as you continue to play.

### Bonus Multipliers

Once you have formed a Wall or Tower Section, you will receive points for building it. After creating a Wall or Tower Section, if you are able to create additional Sections with subsequent Tile Pieces, you will receive bonus points. For each section you immediately build with the next Tile Piece, the points you earn will be multiplied by two, three, or four. The multiplier is based upon how many times in a row you were successful at interlocking Tile Pieces to create Wall and Tower Sections.

When you have successfully created either Wall or Tower Sections with four sequential Tile Pieces, each point you earn will be worth four points, and you will be awarded with one of the following bonus abilities:

### Weapons Bonus

With this enhancement your Weapons will do greater damage to the enemy Fortress no matter what Difficulty Mode you are playing.

### Defense Bonus

With this enhancement your Fortress will take less damage from enemy attacks.

### Rate of Fire Bonus

With this enhancement your Weapons will be able to fire more often.

### Super Bomb Bonus

With this enhancement your Monster's Weapon will inflict increased damage on your opponent's Fortress. Your Offensive Twerp's bomb will also do greater damage.



## HINTS AND TIPS

- Try to set up your pieces for bonuses during the building time while there is time on the clock prior to battle. The best way to do this is to spread out a variety of pieces first, and then try to form Wall Sections as more Tile Pieces fall.
- Obtaining Bonus Multipliers will increase your score faster and help you win the game.
- After you place a Weapon, try to build Wall Sections around it to protect it from damage.
- Towers and the flat roof surfaces of your Fortress are stronger than regular Wall Sections and can withstand more direct hits before collapsing into rubble.
- When building your Fortress, push your boundary flags as far into your opponent's area as possible. This will give your opponents less room to build.
- If the currently falling Tile Piece has been rotated to the orientation you desire, and has been positioned correctly on the screen, press the **Control Pad UP** to drop the piece at the fastest rate so that the next piece will appear.
- Don't spend too much time staring and thinking. Victories in FORTRESS go to the player who builds the best Fortress the quickest!

## CREDITS

Creative Director  
**Joseph Sutton**

Director of Development  
**David Elmekies**

Executive Producer  
**Dan Kitchen**

Marketing Director  
**Mark Rudolph**

Art Director  
**Frank Lam**

Graphics  
**Terrence Norwood**  
**Frank Lam**

Cover Illustration  
**Frank Lam**

Manual  
**Dan Kitchen**

Programming and Design  
**Paul Mazurek**  
**Nick Halstead**

Additional Programming  
**David Kobrin**

Music and Sound Effects  
**Manfred Linzner**

Special thanks to  
**Morris, Jesse and**  
**Joseph Sutton.**

QA Manager  
**Rai Iodice**

Testing  
**Eric Jezercak**  
**Kevin Kurdes**  
**Russ Mock**

Package and Manual Design  
**Michael Marrs**  
**Madmikelmaging.com**

**NEED A HINT?**  
**1-900-773-TECH**

1 900 773 8324  
(\$1.25 PER MINUTE.) MUST BE 18 YEARS OR OLDER, OR HAVE A PARENT'S PERMISSION TO CALL. TOUCH TONE PHONES ONLY.

**NOTES:**

**NOTES:**

A faint, light-colored sketch of a person's head and shoulders, possibly a woman, looking slightly to the right. The sketch is very light and appears to be a pencil or light ink drawing on a textured, slightly mottled background.

## NOTES:

## WARRANTY INFORMATION

Majesco Sales Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90 day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective game to the retailer.
2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Department at (800) 826-0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof of purchase (LPC code) within the 90-day warranty period to:

Majesco Sales, Inc.  
160 Raritan Center Parkway (Suite 1)  
Edison, N.J. 08837

This Warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

### Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90 day period, you may contact the Majesco Sales, Inc. Technical Support Dept., at the phone number noted earlier. If the Majesco Sales Dept. is unable to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

### Warranty Limitations

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL MAJESCO SALES, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.